

Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A method of operating a gaming machine, comprising:
monitoring a number of plays ~~wager inputs from players~~ of said gaming machine; and
altering a data set having data corresponding to a plurality of symbols in response to said
number being a certain value, said symbols for being displayed on a display of
said gaming machine and being indicative of a game outcome of said gaming
machine, said altering being unassociated with a monetary value of wagers made
during said plays of said gaming machine.
2. (Cancelled)
3. (Original) The method of claim 1, wherein said certain value is a fixed value such that
said step of altering occurs at a constant frequency.
4. (Original) The method of claim 3, wherein said certain value is every 25 plays of said
gaming machine.
- 5-16. (Cancelled)

17. (Currently Amended) A method of operating a gaming machine, comprising:

storing a plurality of data sets in a memory device within said gaming machine, each data set having a plurality of symbols, said symbols being indicative of a game outcome;

displaying symbols from a first one of said plurality of data sets on a display of said gaming machine in response to a wager input;

monitoring a number of plays ~~wager inputs from players~~ of said gaming machine;

discontinuing said displaying of symbols from said first one of said plurality of data sets in response to said number being a certain value, said discontinuing being unassociated with a monetary value of wagers made during said plays of said gaming machine ~~based on the number of wager inputs~~; and

after said discontinuing, displaying symbols from a second one of said plurality of data sets on said display of said gaming machine.

18-20. (Cancelled)

21. (Currently Amended) The method of claim 17, wherein said step of displaying said second one occurs after determining a favorite data set from the plurality of data sets to be displayed by monitoring plays of said gaming machine ~~inputs from said players~~.

22. (Withdrawn) A method of operating a gaming machine, comprising:

receiving inputs from players during a basic game of said gaming machine, said basic game including a plurality of possible randomly-selected basic outcomes, said plurality of possible basic outcomes including a start-bonus outcome;

displaying a first one of a plurality of visual motifs on a display of said gaming machine during said basic game;

entering a bonus game in response to said start-bonus outcome being encountered;

returning to said basic game after said bonus game is completed; and

displaying a second one of said plurality of visual motifs on a display of said gaming machine during said basic game in response to said step of returning.

23. (Withdrawn) The method of claim 22, wherein said bonus game has a plurality of outcomes, said second one of said plurality of visual motifs corresponding to one of said outcomes achieved by said player.

24. (Currently Amended) A gaming machine, comprising:

a processor within said gaming machine for randomly selecting one of a plurality of outcomes of a basic game of said gaming machine in response to a wager from a player, said processor monitoring a number of play sessions of said basic game a ~~wager inputs from players~~;

a display for displaying symbols indicative of a game outcome of said basic game; and

a memory device within said gaming machine coupled to said processor and storing at least two data sets for producing at least two different types of said symbols, said processor selecting one of said at least two data sets in response to said the number of said play sessions being a certain value, said selecting by said processor being unassociated with a monetary value of wagers made during said play sessions of said basic game ~~wager inputs meeting certain criteria.~~

25-26. (Cancelled)

27. (New) The method of claim 1, further including altering audio elements of said gaming machine in response to said number being a certain value.

28. (New) The method of claim 17, wherein said certain value is a fixed value.

29. (New) The method of claim 28, wherein said certain value is every 25 plays of said gaming machine.

30. (New) The method of claim 17, further including, after said discontinuing, broadcasting audio elements that are different from audio elements broadcasted before said discontinuing.

31. (New) The method of claim 24, wherein said certain value is a fixed value such that said selecting occurs at a constant frequency.

32. (New) The method of claim 31, wherein said certain value is every 25 plays of said gaming machine.